

Task:**1 Walking around virtual Dunedin**

Function(s)	<i>The user can navigate 3D environment.</i>
Viewpoint:	<i>Museum Visitor, casual user, archivist/researcher, children?</i>
User analysis:	<i>Varying skill levels - casual visitors will range in skill level. Archivists/researchers likely higher computer literacy, knowledge of Dunedin. Casual visitors could have good general knowledge of Dunedin, computer literacy level will vary. Children likely to have adequate computer literacy, but likely little to no knowledge of Dunedin. People from outside Dunedin might have less knowledge of the city.</i>
Environment:	<i>Probably Museum environment. Likely quiet most times, good lighting. If school field trips, could be busy, noisy. Physical - office, noise, lighting Social -stress, confidentiality</i>
Pre-requisite knowledge:	<i>General knowledge of computer interface (keyboard, mouse use), some knowledge of 3D navigation beneficial (eg. First person shooter games, or other similar interactive software) may be information eg mob number of sheep, or skills eg training in ENDEAVOUR</i>
Priority:	<i>High</i>
Frequency:	<i>Casual/visitors - Likely many times per day (depending on how many visitors at Museum), but for shorter spells. Archivists/researchers - less frequently, but perhaps for longer periods.</i>
Duration:	<i>Varying times - no time limit (ie, can view for a few minutes, or many hours, depending on interest).</i>
Fragmentation:	<i>Single task.</i>
Independence:	<i>Must select a starting time and area before able to walk around?? (need to be decided)</i>

Task performance criteria:	<i>User should not become frustrated with being able to find what they want (should be able to easily navigate to different areas)</i>
Typical use:	<i>User uses keyboard to control navigation</i> <i>3D model is displayed to user on screen</i> - -
Variants:	<i>User gets lost, needs to quickly get back to starting location</i>
Associated tasks:	<i>Choosing different time period</i> <i>Choosing different area</i>